

QUICK DOCS TO LEMMINGS III!
FROM PSYGNOSIS - DMA DESIGN
TYPED QUICKLY BY, PRIZM/LSD

Controls:

Lemmings 3 is controlled entirely by mouse. As far as I know, there are no keyboard shortcuts within the game.

Arc Screen:

In the beginning, the first screen you see is the Arc Screen. On this screen, you are given 8 choices. Firstly, there are three level choices, Shadow world, Egyptian world, and Classic World. If you click any of those three characters the game will automatically start you on that level. Or, if you click on the door, then you are magically whisked away to the map screen where you can click on the land of choice. If you click on the bongo-playing lemming you are given 2 menus about sound control. If you click on the Golden Lemming you get yourself a practice level where you can try all sorts of devices available within the actual game. If you click on the parchment on the barrel to the right, you can load/save a game. And finally, if you click on the grate, you can go back to DOS.

Gameplay:

You are playing the role of god. Your job is to save the lemmings from 3 different lemming islands, the Classic Island, Egyptian Island, and Shadow Island. Each island has 20 inhabitants. Your job is to guide the 20 lemmings through each level. If a lemming dies, then you have 19 left and so on for the next level. When you run out of lemmings, the game is over, and you must muster in self-pity for the poor little creatures.

When the game screen begins, a trap door, will open and lemmings, one-by-one will drop from it, and begin to walk around aimlessly. Your job is to guide the lemmings to the exit (somewhere in the screen). Sometimes there is more than one trap door, and sometimes there are lemmings already present on the screen. Keep your eyes peeled.

Many levels are larger than the screen itself, so you can scroll around by moving the mouse either to the extreme-left side of the screen, or extreme-right side.

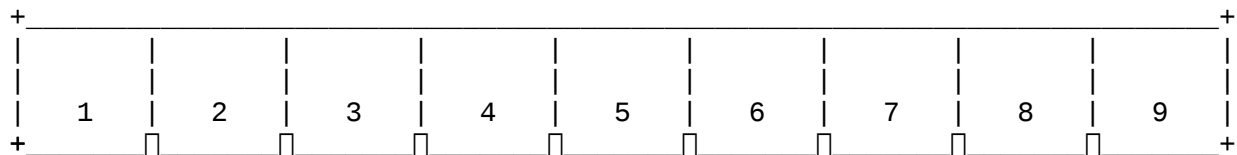
There are 90 levels all together, 30 levels on each island.

GOOD LUCK!

GAME SCREEN

Bottom Panel:

On the game screen, at the bottom, you are given 9 little boxes.



1. This is the walker icon. This tells your lemming to walk if the walker icon is selected. If the walker icon is selected, and your lemming is walking to the right, if you click the lemming he will turn around and walk left, and vice

versa. Very nice enhancement from the first two games. If your walker is working on a task (building, blocking, etc. See below) and you click them with the walker icon selected, then the selected lemming will continue to walk normally again.

2. This is the blocker icon. This changes your lemming into a tough bouncer type, who stands still, and doesn't let anyone pass. This is an extremely valuable tool, when you want to control the streams and streams of lemmings coming through say, when you're building a bridge, or crossing water.

3. This is the jumper icon. This allows your Lemming to jump across small gaps. Be careful though, as your lemming cannot travel down too far heights, as when gravity takes affect, you could be dazzled with lemming gore.

4. This is the brand new, never-seen-before, fabulous feature, that has not appeared in the first two lemming games. Throughout the game levels, there are little, square objects that your lemming can pick up. These little icons are talents. If you select a lemming with this icon, who has picked up a talent, this enables the talent. For example, let's say your lemming has picked up a digger talent. If you select him with this icon, it will ask you which direction you want to dig. When you've selected it, your lemming will start digging through soil. Keep in mind that your lemmings can only hold one talent at a time.

5. This is the talent drop icon. Fairly self-explanatory, this icon instructs your lemming to drop the talent it's picked up, thus enabling it to pick up a different one. When the talent has been dropped, it will appear as the icon on the screen again, and can be picked up at any time again by any lemming.

6. This is the timer. Bit over-complicated, (why'd you not just keep a normal clock Ferro Christ's sake) The outer ring is the counts down the seconds, and the inner circle counts down the minutes. When you've run out of seconds and minutes, you're dead.

7. This is the fast-forward icon. If you're waiting for your lemmings to hurry the hell up and escape, then this is a great feature. It triples the speed of your lemmings, kind of like a fast-forward button on a VCR. To stop the fast-forward icon, click it again. If you're up for a challenge, you can still play the game in fast-forward...but I'd rather not.

8. Pause icon. Self explanatory. Click it to pause the game.

9. This is the Self-destruct icon. Useful for dead-end, no solution levels. This blows up all your lemmings, killing them slowly and painfully. You have to double click this icon for it to take affect.

Talent Icon Info:

Each talent has a finite number of attempts. This means they should be used sparingly. You can tell how many uses are left, by a little number in the corner of the talent box. A good example of this, is the building talent. In the corner of the building icon, is a number 8. This means your builder can only build with up to 8 bricks. Another example is the flotation icon. If there's a number 1, he can only float across water once. Try again, and he will drown.

Other Controls:

-To select a lemming, click with your Left mouse-button.

-To identify a lemming with a talent, press the Right mouse-button, and he will be highlighted in red.

-If you drag your mouse over a lemming with a talent, his talent will appear in the talent box, in the panel at the bottom of the screen.

THE OPTIONS SCREEN:

There are two reasons for seeing this screen. Either you finished a level, or you just died. This screen has several options.

Progress Screen: This takes you to the map of the island, and displays your current level, and current surviving Lemmings. You are also given three choices, to save game, replay game, or go to the ark screen. These are explained below.

Play Last: Play the last level again. (Useful if you're dead.) This is nice, if you think you killed off some unnecessary lemmings, who would be useful for the next level.

Play Next: Go to the next level. Self-explanatory.

Replay: A brilliant feature stolen from an old Psygnosis platform game called 'The Killing Game'. It replays your last game, but you can cut in at any time to continue and finish the level..(correctly the mistake from your last attempt). This is great, if you can't be bother to repeat the trickery at the beginning of the game which you pulled off successfully in the first attempt). To cut in the replay, and continue as normal.. just press the left mouse-button.

Save: This icon will automatically save your game to the game slot you selected. See "Saving a game" below.

Go To Ark: Brings you to the ark screen. See above.

SAVING A GAME:

In order to save a game, you must first go to the Ark Screen, and select the Load/Save icon.

In this screen, you are given 6 Game slots that you can label and save onto. Once you've labelled your slot, you should save it, and go back to the Ark screen, and play as normal. When you save your game, it will save to the slot you selected earlier. To change the slot, go back to the Load/Save screen from the ark menu, and change it. This cannot be done from the regular options screen between levels.